

314-2003

I want it!
2nd.
112
No
I want!
Phase

11/2
N
Invest.
Place

1-2. (Currently Amended) The training system of Claim 1 wherein said

2.3. (Currently Amended) The training system of Claim 1 wherein said user is

3.4. (Currently Amended) The training system of Claim 1 wherein said user is

4.5. (Currently Amended) The training system of claim 1 wherein said

user-selected actual goal is selected from a predetermined group of possible actual goals presented by said system to said user.

5.6. (Currently Amended) The training system of Claim 5 wherein said planning phase includes the selection by said users of predefined numbers of entities from each of predefined groups of entities, said groups including:

- (a) virtual participants to act as proxies for said users,
- (b) virtual supplies,
- (c) virtual items of equipment.

6.7. (Currently Amended) The training system of ~~any one of Claims 1 to 6~~ Claim 1 wherein said audio-visual material is incorporated in a software program adapted for processing on a personal computer.

7.8. (Currently Amended) The training system of ~~any one of Claims 1 to 6~~ Claim 1 wherein said audio-visual material is incorporated in a software program adapted for processing on a network of personal computers.

8.9. (Currently Amended) The training system of ~~any one of Claims 1 to 8~~ Claim 1 wherein said audio-visual material is in the form of digital data on a Compact Disc Read-Only Memory (CD ROM).

~~9:10.~~ (Currently Amended) The training system of ~~any one of Claims 1 to 8~~
Claim 1 wherein said audio-visual material is in the form of digital data incorporated
on a Digital Video Disc (DVD) for display by a data projector.

~~10:11.~~ (Currently Amended) The training system of ~~any one of Claims 1 to 6~~
Claim 1 wherein said audio-visual material is in the form of digital data adapted for
processing by a virtual reality system.

~~11:12.~~ (Currently Amended) A method for the training of users utilizing a
training system, said training system comprising interactive audio-visual material
simulating an outdoor adventure type experience having a predefined set goal and a
user-selected goal, said material presented in a planning phase and an execution
phase, said method including the steps of:-

- (a) displaying said material via
audio-visual equipment
- (b) said users selecting a
user-selected goal from a number of predefined goals during said planning phase
- (c) said users during said planning
phase selecting from predefined groups of entities
- (d) the presentation to said users
during said execution stage of a sequence of events, each event of said sequence of
events accompanied by at least two possible choices of response to said event

selectable by said users.

13. (Original) The method of claim 12 wherein said groups of entities include:-

- (a) virtual participants in said outdoor type
adventure experience
- (b) items of supplies relevant to said outdoor type
experience
- (c) items of equipment relevant to said outdoor type
experience.

14. (Original) The method of claim 12 wherein each of said sequence of events is one of a multiplicity of possible sequences determined by the selection of said response to each one of said events by said users.

15. (Original) The method of Claim 12 wherein said selection of said responses determines the realization of said predefined set goal and said user-selected goal.

16. (Original) The method of Claim 12 wherein said selection of said responses determines the level of achievement of users of said training system.

17. (Original) The method of Claim 12 wherein each of said selection of said response is recorded for subsequent analysis and feedback to said users.

18. (Currently Amended) The method of ~~any one of Claims 12 to 17~~ Claim 12 wherein a plurality of groups of participating users are arranged to view on a common display said planning phase and said execution phase of each one of said plurality of groups of entities.

19. (New) The training system of Claim 2 wherein said audio-visual material is incorporated in a software program adapted for processing on a personal computer.

20. (New) The training system of Claim 3 wherein said audio-visual material is incorporated in a software program adapted for processing on a personal computer.

CLAIM TREES

APPLICATION: _____

